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represent all plays that occurred during at least a half of the football game, the plurality of symbols and the additional symbols representing the plays that occurred during the half such that each of the plays can be distinguished from the others of the plays.

5 7. The article of manufacture as claimed in claim 1, wherein additional symbols are rendered on the substrate so that the plurality of symbols and the additional symbols together represent all plays that occurred during the entire football game, the plurality of symbols and the additional symbols representing the plays that occurred during the football game such that each of the plays can be distinguished from the others of the plays.

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8. The article of manufacture as claimed in claim 1, wherein the plurality of symbols identifies at least one player that was involved in each of the at least two plays.

15 9. The article of manufacture as claimed in claim 8, wherein the plurality of symbols identifies at least one player that was responsible for moving the football on the football field during each of the at least two plays.

20 10. The article of manufacture as claimed in claim 1, wherein the plurality of symbols includes a plurality of line segments, each of the plurality of line segments representing a corresponding one of the at least two plays.

11. The article of manufacture as claimed in claim 10, wherein the plurality of line segments are joined end-to-end to form a drive line representing the drive.

25 12. The article of manufacture as claimed in claim 10, wherein different types of line segments are used to represent different types of plays.

30 13. The article of manufacture as claimed in claim 1, further including additional symbols rendered on the substrate that indicate results, if any, of each of the at least two plays.

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14. An apparatus for producing an article of manufacture that conveys information regarding a football game between two teams, comprising:

a printing device configured to render a plurality of symbols on a substrate along a path representing at least a portion of a drive by one of the two teams, the plurality of symbols
5 representing at least two plays that occurred during the drive such that each of the at least two plays can be distinguished from the other of the at least two plays.

15. The apparatus as claimed in claim 14, wherein the printing device is configured to render a plurality of parallel lines on the substrate representing marked yard lines of a football
10 field on which the football game was or is being played, and to render the plurality of symbols on the substrate such that positions of the plurality of symbols with respect to the plurality of parallel lines correspond to yard lines of the football field at which each of the at least two began and ended.

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15 16. The apparatus as claimed in claim 15, wherein the printing device is configured to render the plurality of symbols as a plurality of line segments, each of the plurality of line segments representing a corresponding one of the at least two plays and extending between positions on the substrate, with respect to the plurality of parallel lines, corresponding to yard lines on the football field at which the one of the at least two plays began and ended.

17. The apparatus as claimed in claim 14, wherein the printing device is configured to render different types of symbols on the substrate to represent different types of plays.

25 18. The apparatus as claimed in claim 14, wherein the printing device is configured to render additional symbols on the substrate so that the plurality of symbols and the additional symbols together represent all plays that occurred during at least a quarter of the football game, the plurality of symbols and the additional symbols representing the plays that occurred during the quarter such that each of the plays can be distinguished from the others of the plays.

30 19. The apparatus as claimed in claim 14, wherein the printing device is configured to render additional symbols on the substrate so that the plurality of symbols and the additional

symbols together represent all plays that occurred during at least a half of the football game, the plurality of symbols and the additional symbols representing the plays that occurred during the half such that each of the plays can be distinguished from the others of the plays.

5 20. The apparatus as claimed in claim 14, wherein the printing device is configured to render additional symbols on the substrate so that the plurality of symbols and the additional symbols together represent all plays that occurred during the entire football game, the plurality of symbols and the additional symbols representing the plays that occurred during the football game such that each of the plays can be distinguished from the others of the plays.

10 21. The apparatus as claimed in claim 14, wherein the printing device is configured to render the plurality of symbols on the substrate such that at least one player is identified on the substrate that was involved in each of the at least two plays.

15 22. The apparatus as claimed in claim 14, wherein the printing device is configured to render the plurality of symbols on the substrate such that at least one player is identified on the substrate that was responsible for moving the football on the football field during each of the at least two plays.

20 23. The apparatus as claimed in claim 14, wherein the printing device is configured to render the plurality of symbols as a plurality of line segments, each of the plurality of line segments representing a corresponding one of the at least two plays.

25 24. The apparatus as claimed in claim 23, wherein the printing device is configured to render the plurality of line segments on the substrate so that the plurality of line segments are joined end-to-end to form a drive line representing the drive.

30 25. The apparatus as claimed in claim 23, wherein the printing device is configured to render different types of line segments on the substrate to represent different types of plays.

26. The apparatus as claimed in claim 14, wherein the printing device is configured to render additional symbols on the substrate that indicate results, if any, of each of the at least two plays.

27. A computer-implemented method for rendering a diagram representing a football game between two teams, comprising a step of:

(a) in response to information input to a processor regarding at least two plays in a drive by one of the two teams, rendering a plurality of symbols on at least one of a display and a substrate of a printing device, the plurality of symbols being rendered along a path representing at least a portion of the drive by the one of the two teams, and representing the at least two plays such that each of the at least two plays can be distinguished from the other of the at least two plays.

28. The computer-implemented method as claimed in claim 27, wherein:
the method further includes a step of (b) rendering a plurality of parallel lines on the at least one of the display and the substrate of the printing device, the plurality of parallel lines representing marked yard lines of a football field on which the football game was or is being played, and

the step (a) includes a step of rendering the plurality of symbols on the at least one of the display and the substrate of the printing device such that positions of the plurality of symbols with respect to the plurality of parallel lines correspond to yard lines of the football field at which each of the at least two plays began and ended.

29. The computer-implemented method as claimed in claim 27, wherein the step (a) includes a step of rendering a plurality of line segments on the at least one of the display and the substrate of the printing device, each of the plurality of line segments representing a corresponding one of the at least two plays and extending between positions on the at least one of the display and the substrate of the printing device, with respect to the plurality of parallel lines, corresponding to yard lines on the football field at which the one of the at least two plays began and ended.

30. The computer-implemented method as claimed in claim 27, wherein the step (a) includes a step of rendering different types of symbols on the at least one of the display and the substrate of the printing device to represent different types of plays thereon.

5 31. The computer-implemented method as claimed in claim 27, further including a step of:

(b) rendering additional symbols on the at least one of the display and the substrate of the printing device so that the plurality of symbols and the additional symbols together represent all plays that occurred during at least a quarter of the football game, the plurality of
10 symbols and the additional symbols representing the plays that occurred during the quarter such that each of the plays can be distinguished from the others of the plays.

32. The computer-implemented method as claimed in claim 27, further including a step of:

15 (b) rendering additional symbols on the at least one of the display and the substrate of the printing device so that the plurality of symbols and the additional symbols together represent all plays that occurred during at least a half of the football game, the plurality of symbols and the additional symbols representing the plays that occurred during the half such that each of the plays can be distinguished from the others of the plays.

20 33. The computer-implemented method as claimed in claim 27, further including a step of:

(b) rendering additional symbols on the at least one of the display and the substrate of the printing device so that the plurality of symbols and the additional symbols together
25 represent all plays that occurred during the entire football game, the plurality of symbols and the additional symbols representing the plays that occurred during the football game such that each of the plays can be distinguished from the others of the plays.

34. The computer-implemented method as claimed in claim 27, wherein the step (a)
30 includes a step of:

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(a1) rendering the plurality of symbols on the at least one of the display and the substrate of the printing device so as to identify at least one player that was involved in each of the at least two plays.

5 35. The computer-implemented method as claimed in claim 27, wherein the step (a) includes a step of rendering the plurality of symbols on the at least one of the display and the substrate of the printing device so as to identify at least one player that was responsible for moving the football on the football field during each of the at least two plays.

10 36. The computer-implemented method as claimed in claim 27, wherein the step (a) includes a step of:

(a1) rendering a plurality of line segments on the at least one of the display and the substrate of the printing device, each of the plurality of line segments representing a corresponding one of the at least two plays.

15 37. The computer-implemented method as claimed in claim 36, wherein the step (a1) includes a step of joining the plurality of line segments end-to-end to form a drive line representing the drive.

20 38. The computer-implemented method as claimed in claim 36, wherein the step (a1) includes a step of rendering different types of line segments on the at least one of the display and the substrate of the printing device to represent different types of plays.

25 39. The computer-implemented method as claimed in claim 27, further including a step of:

(b) rendering additional symbols on the at least one of the display and the substrate of the printing device that indicate results, if any, of each of the at least two plays.

30 40. The computer-implemented method as claimed in claim 28, further including a step of:

(c) in response to a user identifying a location on the display, with respect to the plurality of parallel lines, corresponding to a location on the football field at which one of the

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at least two plays ended, displaying a user-input screen to a user that permits the user to input information to the processor regarding the one of the at least two plays.

5 41. A computer-readable medium for use with a processor, the medium having a plurality of instructions stored thereon which, when executed by the processor, cause the processor to perform a step of:

10 (a) in response to information input to the processor regarding at least two plays in a drive by a football team, causing a plurality of symbols to be rendered on at least one of a display and a substrate of a printing device, the plurality of symbols being rendered along a path representing at least a portion of the drive by the one of the two teams, and representing the at least two plays such that each of the at least two plays can be distinguished from the other of the at least two plays.

15 42. The computer-readable medium as claimed in claim 41, wherein:
the plurality of instructions stored on the computer-readable medium, when executed by the processor, cause the processor to perform a step of (b) causing a plurality of parallel lines to be rendered on the at least one of the display and the substrate of the printing device, the plurality of parallel lines representing marked yard lines of a football field on which the football game was or is being played, and

20 the step (a) includes a step of causing the plurality of symbols to be rendered on the at least one of the display and the substrate of the printing device such that positions of the plurality of symbols with respect to the plurality of parallel lines correspond to yard lines of the football field at which each of the at least two plays began and ended.

25 43. The computer-readable medium as claimed in claim 42, wherein the step (a) includes a step of:

30 causing a plurality of line segments to be rendered on the at least one of the display and the substrate of the printing device, each of the plurality of line segments representing a corresponding one of the at least two plays and extending between positions on the at least one of the display and the substrate of the printing device, with respect to the plurality of parallel lines, corresponding to yard lines on the football field at which the one of the at least two plays began and ended.

44. The computer-readable medium as claimed in claim 41, wherein the step (a) includes a step of:

causing different types of symbols to be rendered on the at least one of the display and the substrate of the printing device to represent different types of plays thereon.

45. The computer-readable medium as claimed in claim 41, wherein the plurality of instructions stored on the computer-readable medium, when executed by the processor, cause the processor to perform a step of:

(b) causing additional symbols to be rendered on the at least one of the display and the substrate of the printing device so that the plurality of symbols and the additional symbols together represent all plays that occurred during at least a quarter of the football game, the plurality of symbols and the additional symbols representing the plays that occurred during the quarter such that each of the plays can be distinguished from the others of the plays.

46. The computer-readable medium as claimed in claim 41, wherein the plurality of instructions stored on the computer-readable medium, when executed by the processor, cause the processor to perform a step of:

(b) causing additional symbols to be rendered on the at least one of the display and the substrate of the printing device so that the plurality of symbols and the additional symbols together represent all plays that occurred during at least a half of the football game, the plurality of symbols and the additional symbols representing the plays that occurred during the half such that each of the plays can be distinguished from the others of the plays.

47. The computer-readable medium as claimed in claim 41, wherein the plurality of instructions stored on the computer-readable medium, when executed by the processor, cause the processor to perform a step of:

(b) causing additional symbols to be rendered on the at least one of the display and the substrate of the printing device so that the plurality of symbols and the additional symbols together represent all plays that occurred during the entire football game, the plurality of symbols and the additional symbols representing the plays that occurred during the football game such that each of the plays can be distinguished from the others of the plays.

48. The computer-readable medium as claimed in claim 41, wherein the step (a) includes a step of causing the plurality of symbols to be rendered on the at least one of the display and the substrate of the printing device so as to identify at least one player that was involved in each of the at least two plays.

49. The computer-readable medium as claimed in claim 41, wherein the step (a) includes a step of causing the plurality of symbols to be rendered on the at least one of the display and the substrate of the printing device so as to identify at least one player that was responsible for moving the football on the football field during each of the at least two plays.

50. The computer-readable medium as claimed in claim 41, wherein the step (a) includes a step of:

(a1) causing a plurality of line segments to be rendered on the at least one of the display and the substrate of the printing device, each of the plurality of line segments representing a corresponding one of the at least two plays.

51. The computer-readable medium as claimed in claim 50, wherein the step (a1) includes a step of causing the plurality of line segments to be joined end-to-end to form a drive line representing the drive.

52. The computer-readable medium as claimed in claim 50, wherein the step (a1) includes a step of causing different types of line segments to be rendered on the at least one of the display and the substrate of the printing device to represent different types of plays.

53. The computer-readable medium as claimed in claim 41, wherein the plurality of instructions stored on the computer-readable medium, when executed by the processor, cause the processor to perform a step of:

(b) causing additional symbols to be rendered on the at least one of the display and the substrate of the printing device that indicate results, if any, of each of the at least two plays.

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54. The computer-readable medium as claimed in claim 42, wherein the plurality of instructions stored on the computer-readable medium, when executed by the processor, cause the processor to perform a step of:

(c) in response to a user identifying a location on the display, with respect to the plurality of lines, corresponding to a location on the football field at which one of the at least two plays ended, displaying a user-input screen to a user that permits the user to input information to the processor regarding the one of the at least two plays.

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55. An apparatus for rendering a diagram representing a football game between two teams, comprising:

means, responsive to information input by a user regarding at least two plays in a drive by one of the two teams, for rendering a plurality of symbols on at least one of a display and a substrate of a printing device, the plurality of symbols being rendered along a path representing at least a portion of the drive by the one of the two teams, and

means for representing the at least two plays such that each of the at least two plays can be distinguished from the other of the at least two plays.

56. The apparatus as claimed in claim 55, further including means for inputting the information regarding the at least two plays.

57. A computer-implemented method for rendering a diagram representing a football game between two teams, comprising steps of:

(a) rendering a single representation of a football field on which the game was played on at least one of a display and a substrate of a printing device; and

(b) in response to information input by a user regarding drives of the football game, rendering a plurality of symbols on the at least one of the display and the substrate of the printing device within the single representation of the football field that represent all drives that occurred during at least a half of the football game.

58. The computer-implemented method as claimed in claim 57, wherein the step (b) includes a step of rendering the plurality of symbols on the at least one of the display and the

substrate of the printing device so as to represent all drives that occurred during the entire football game.

5 59. The computer-implemented method as claimed in claim 57, wherein the step (a) includes a step of:

(a1) rendering an altered representation of the football field such that a ratio of a width of the representation of the football field to a length of the representation of the football field is greater than a ratio of a width of the football field on which the football game was played to a length of the football field on which the game was played.

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60. The computer-implemented method as claimed in claim 59, wherein the step (a1) includes a step of rendering the representation of the football field such that its width is at least as great as its length.

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